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1 User experience with alignment of real and virtual objects in a stereoscopic augmented reality interface 95%
Ming Hou
Proceedings of the 2001 conference of the Centre for Advanced Studies on Collaborative research November 2001

This paper reports two virtual pointer alignment experiments carried out using a stereoscopic augmented reality interface. The purpose was to evaluate users' sensitivity to surface texture, target position at designated probe points on a cylinder real object surface, virtual pointer form and binocular disparity. The results confirmed the main findings from a previous study: that both surface texture and target position have significant influences. Subjective evaluation of virtual pointer form re ...

2 Resolving occlusion in augmented reality 85%
Matthias M. Wloka , Brian G. Anderson
Proceedings of the 1995 symposium on Interactive 3D graphics April 1995

Current state-of-the-art augmented reality systems simply overlay computer-generated visuals on the real-world imagery, for example via video or optical see-through displays. However, overlays are not effective when displaying data in three dimensions, since occlusion between the real and computer-generated objects is not addressed.We present a video see-through augmented reality system capable of resolving occlusion between real and computer-generated objects. The heart of our s ...

3 Illuminating light: an optical design tool with a luminous-tangible interface 84%
John Underkoffler , Hiroshi Ishii
Proceedings of the SIGCHI conference on Human factors in computing systems January 1998